

Scratch 3.0 interface with numbered annotations:

- 1: Window control buttons (minimize, maximize, close).
- 2: Sprite selection area (characters, animals, etc.).
- 3: Stage area (background and stage).
- 4: Main workspace (Scratch grid).
- 5: Sprite preview area (shows the selected sprite).
- 6: Settings menu (File, Edit, View, etc.).
- 7: Properties panel (sprite settings, coordinates, etc.).

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